

The diagram illustrates a 2D convolution operation. It features a 4x4 grid of input tiles (tx, ty) being processed by a 4x4 grid of FP (Fixed-Point) blocks. The output is a 4x4 grid of 3dpdx values. The diagram also shows a 1D convolution operation with inputs pStart [9.13], p, and p/2 [9.13], and a 1D multiplier tree for x * dpdx multiplier tree [9.13].

FIG. 1

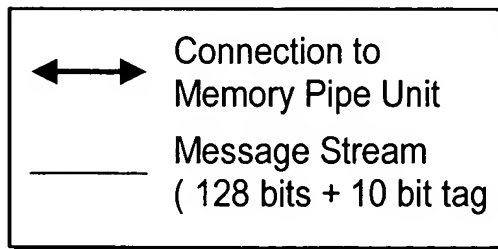
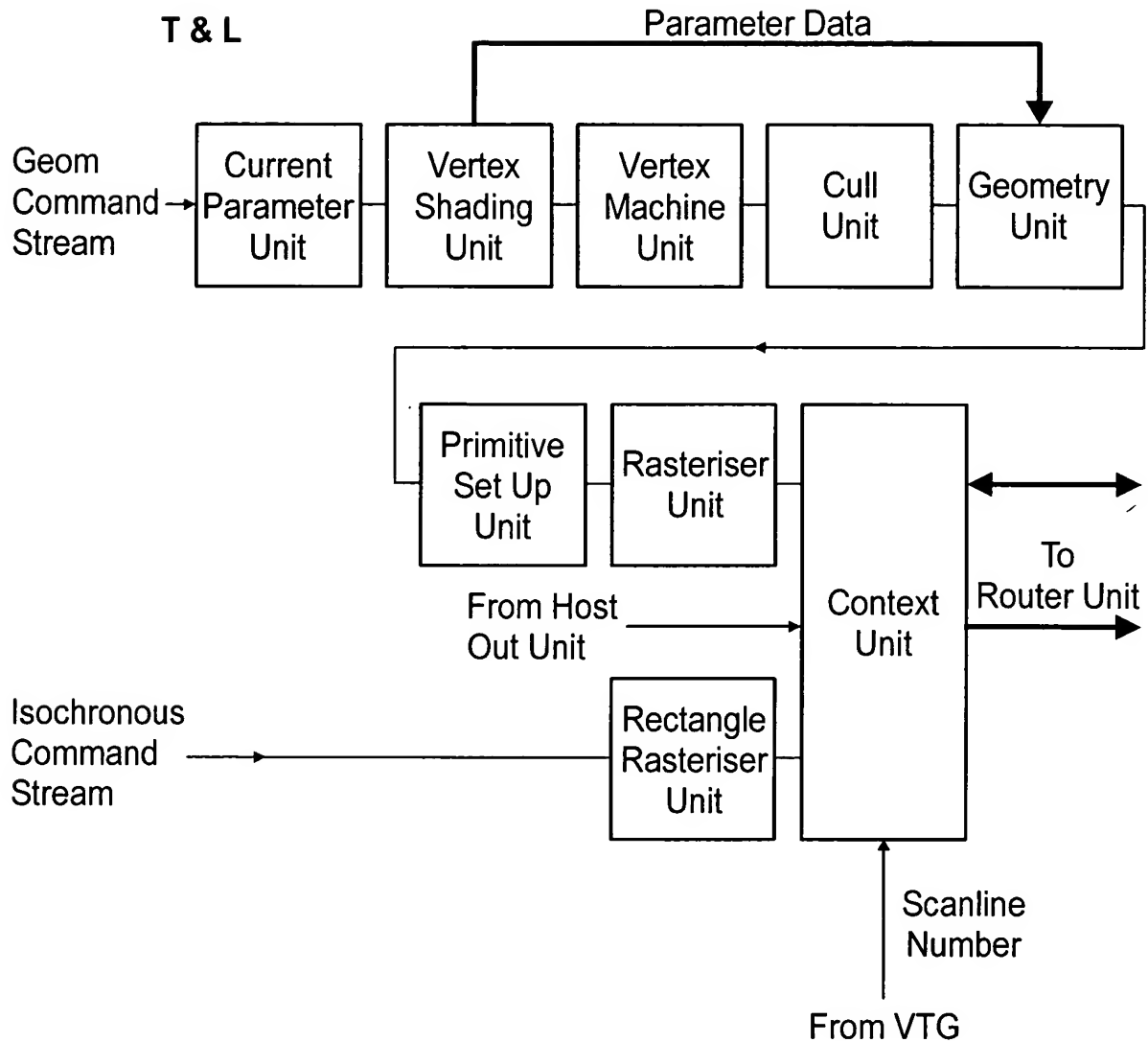


FIG. 1A

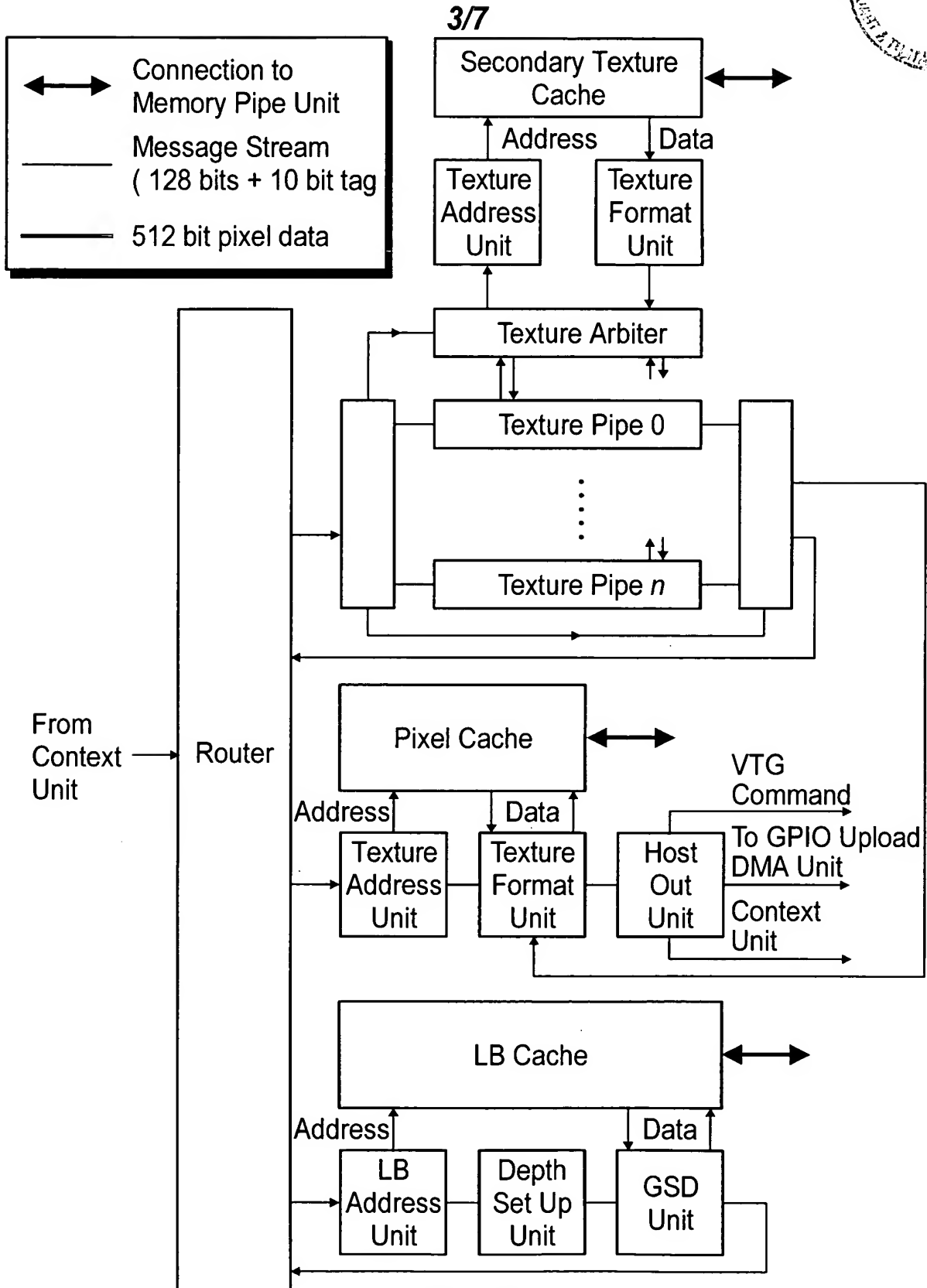
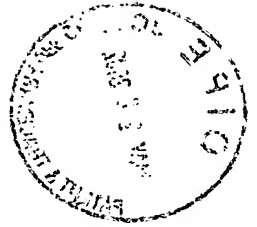


FIG. 1B

200250" 48458001

208250" 2845800T

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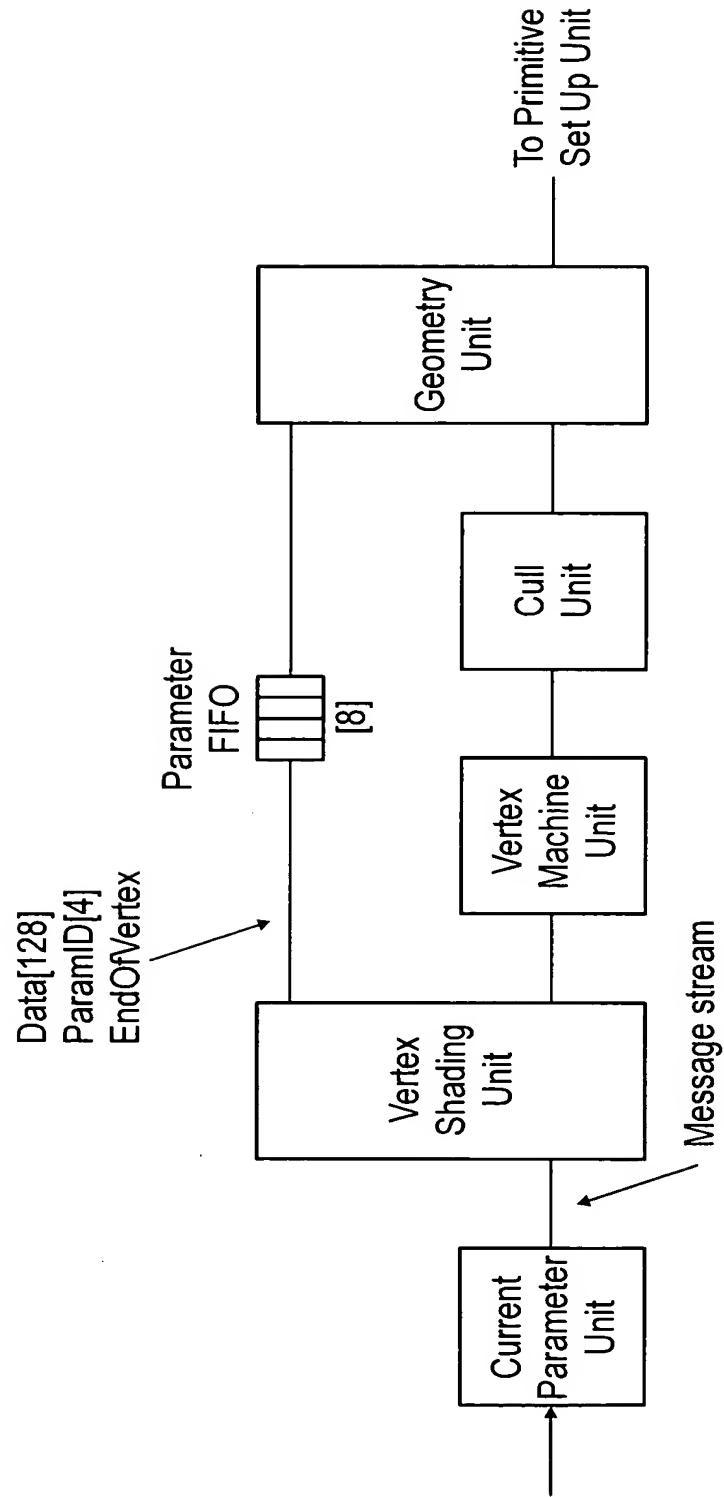


FIG. 1C

208250' 4845800T

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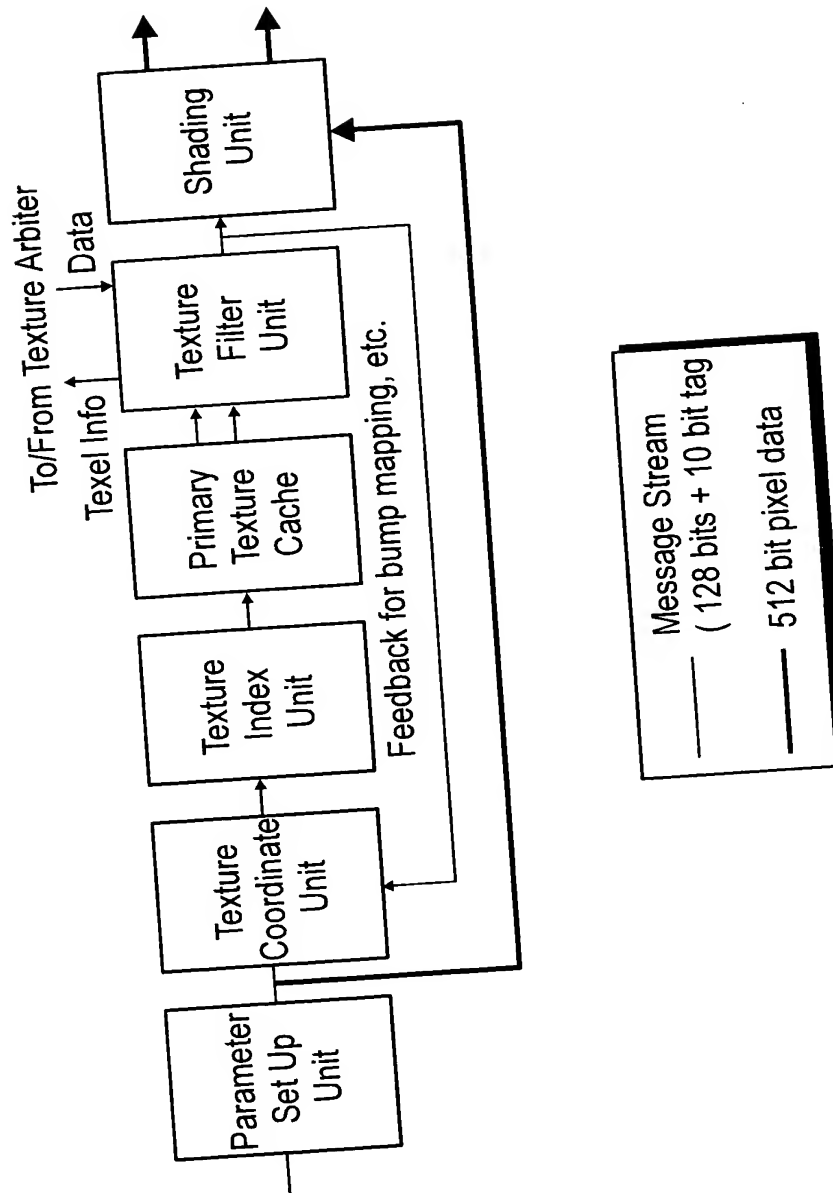


FIG. 1D

208250" 4245800T

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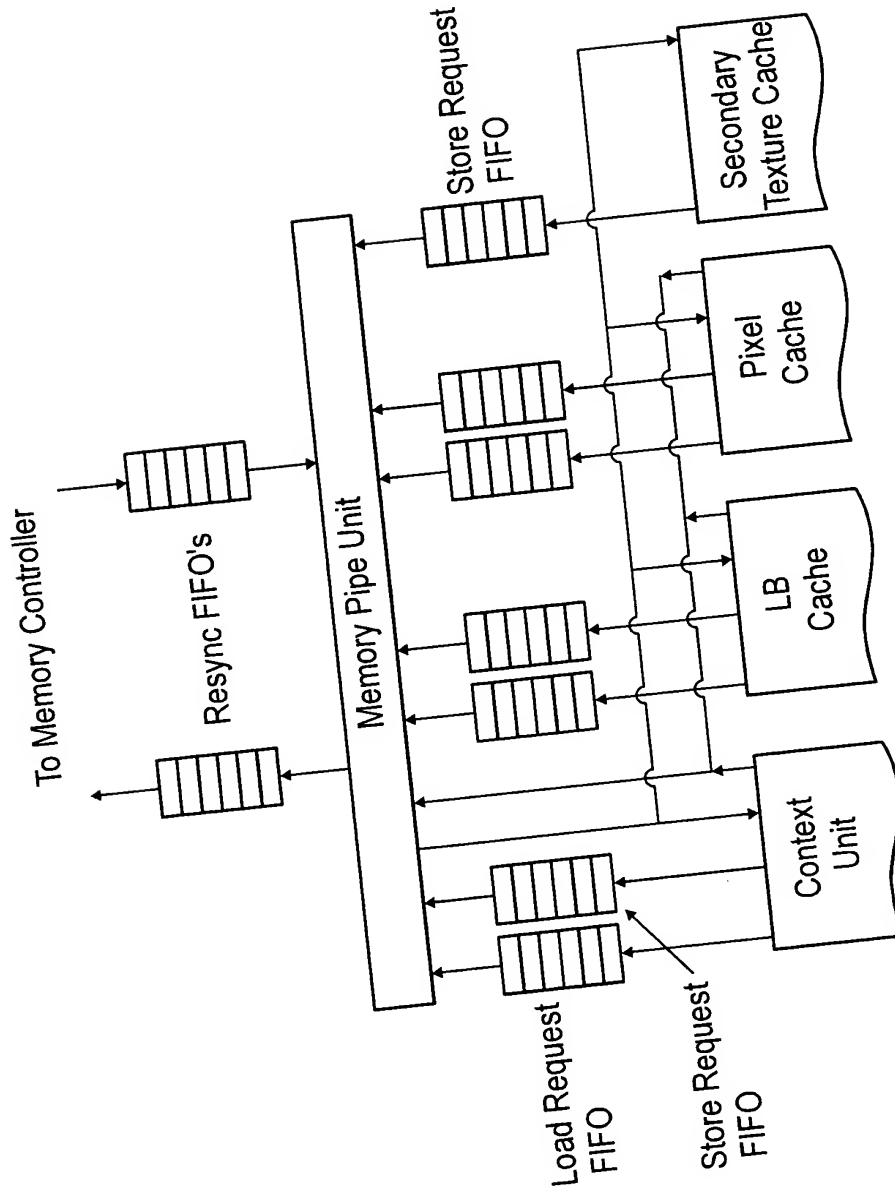


FIG. 1E



10085437 052302

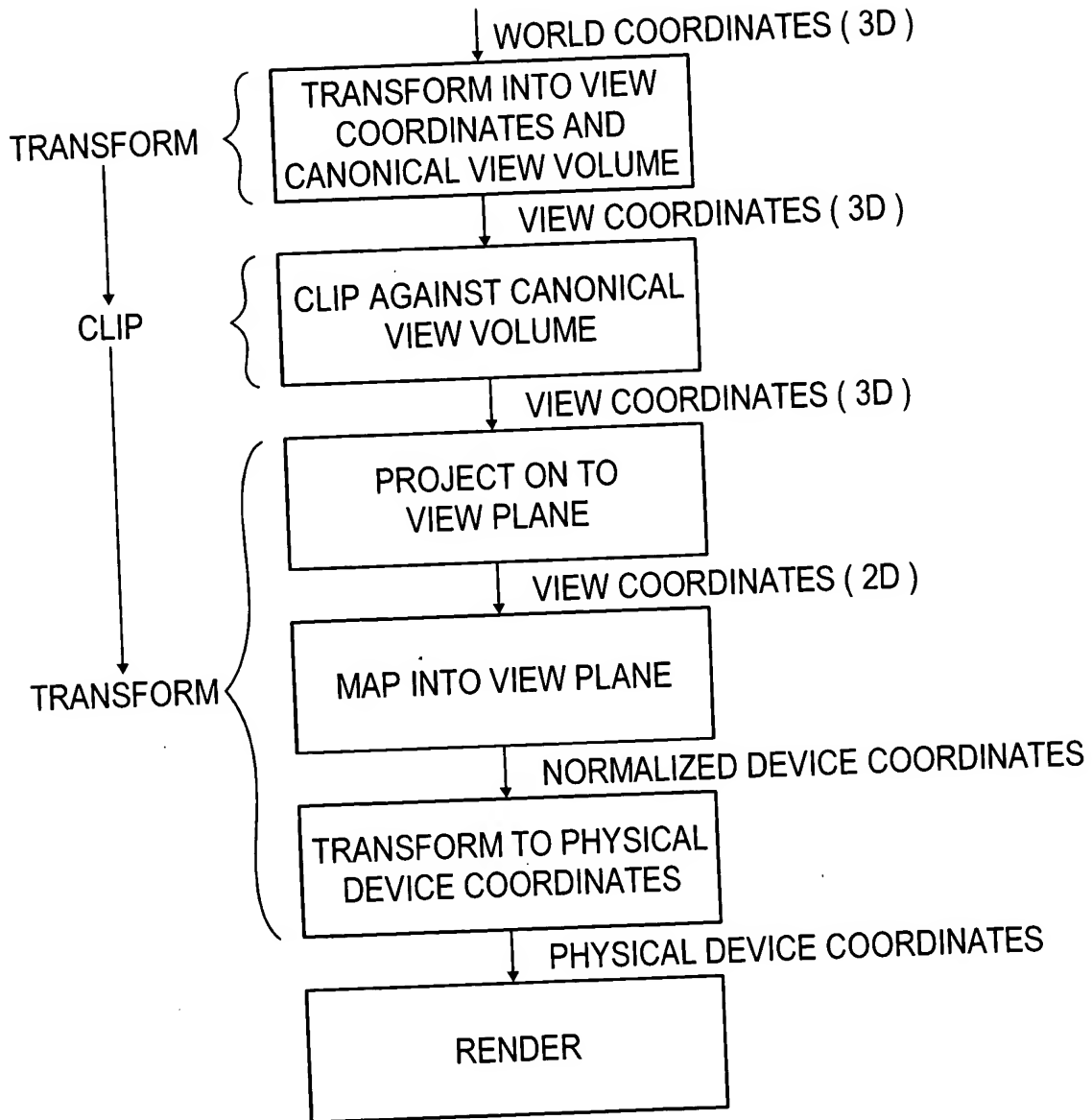


FIG. 2